



A MOD FOR COMBAT MISSION FORTRESS ITALY

# Panzer III M

## Aris Panzer III M



Types Ausf A-J(early) (1936-1941) of Panzer III were called "Short" and types Ausf J(late)-N (1941-1943) were called "Long". Overall around 6000 Panzerkampfwagen IIIs (long and short) were produced.

Ausf M was late production model Ausf L mounted with new wading equipment allowing wading up to depth of approximately 1.3m, in contrast to previous 0.8-0.9m. This led to all air inlets and outlets as well as other openings and joints being sealed, while modified muffler with closure-valve was installed high on the hull rear.

Only 250 Ausf M were produced in 1942-43 period.

The Panzer III chassis was the basis for the turretless Sturmgeschütz III assault gun, one of the most successful self-propelled guns of the war, and the single most-produced German armored fighting vehicle design of World War II.

All Panzer IIIs from 2<sup>nd</sup> Abteilung of the Hermann Goering Division in Sicily had markings in white outlined in black, with a clock shaped roundel denoting each Kompanie.



# INSTRUCTIONS

Go inside the Data folder and create a new folder called "Z". Because "Z" comes after the names of the standard game files ("Version XXX") you are guaranteed that any mods you put into the "Z" folder will be loaded and used by Combat Mission.

Unzip and drop "Aris Panzer III M" to Z, then add decals from the Decals folder and rename them if you want to use them instead of the default ones, then, overwrite. You can use more than one set but they may have not corresponding hulls and turrets.

**Photoreal samples of mud, a LOT OF dust, stains and Hi-Res Photoshop brushes were used to mod this vehicle. 3 Decal Options.**

